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5016 N. PARKWAY CALABASAS, SUITE 100
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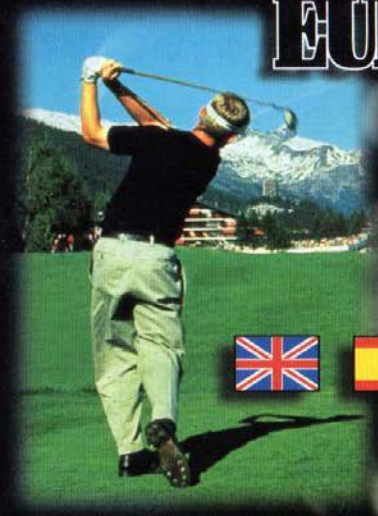
PGA EUROPEAN TOUR™



INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Welcome To PGA EUROPEAN TOUR™

Here is your chance to experience the fairways and greens you've always dreamed of. Drive the green against Seve Ballesteros at Valderrama. Walk the 18th with Colin Montgomerie at Forest of Arden. Play the best on the PGA EUROPEAN TOUR,™ then pass the field by as you march on to win it all.

- 5 European courses, 3 new tournaments, and 7 different play modes—Practice, Tournament, Skins Challenge, Match Play, Shoot-Out, Driving Range, and Putting Green.
- If you win a Tournament, you win trophies and prize money!
- Updated roster includes 10 featured PGA EUROPEAN TOUR pros.
- Awesome new state-of-the-art graphics.

Starting The Game

- Turn OFF the power switch on your Super NES. Never insert or remove a game pak when the power is on.
- Insert PGA EUROPEAN TOUR into the slot on the Super NES. To lock the game pak in place, press firmly.
- Turn ON the power switch. The EA SPORTS™ logo appears. If you don't see it, begin again at step 1.
- The PGA EUROPEAN TOUR title screen appears, followed by the game credits screen.
- If you want to play right away, press START and then press the A Button to go to Game Setup Screen.

Controlling The Game

The Game Setup Screen

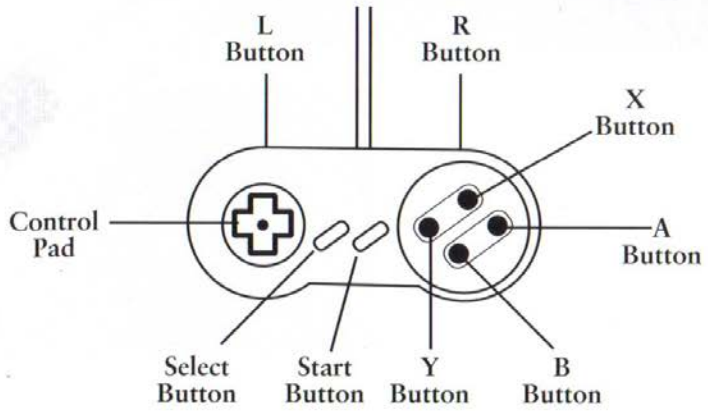
Start	Confirms a selected menu item.
Control Pad	Up/Down/Left/Right selects a menu item.
A Button	Exits sub-menu.
B Button	Enters Stats or Option Menu.

On The Course

A Button	Press three times to hit the ball.
B Button	Selects or confirms a menu choice. Displays Ball Lie Window.
X Button	Brings up Draw/Fade Meter.
Control Pad	Moves aiming cross hairs. Selects menu items. Moves Draw/Fade Meter arrows. Changes Club Selection.
START	Displays Options Menu (also Pauses Game).

On The Green

A Button	Press three times to putt.
B Button	View Green Grid.
Control Pad	Rotate Green Grid. Adjust aiming cross hairs.



PGA EUROPEAN TOUR is compatible with the TeeV Golf accessory from Sports Sciences, Inc. It allows you to do the swinging, replacing the joypad controller with a virtual golf club.

TeeV golf™

Designed with the same weight and feel of a regular club, but only 26" long, the light-emitting club activates sensors in the base receiver as you take your normal swing. The sensors measure clubhead speed, clubface angle, and club path to determine realistic ball flight.

For more information on the TeeV Golf accessory, contact Sports Sciences, Inc. at 216-963-0660.

The Game Setup

The Game Setup screen is where you choose your play mode, the course and the number of players. You also have access to instant replays and can set your options.

- To highlight an option, press the Control Pad Up/Down.
- To cycle through the different choices available in an option, press the Control Pad Left/Right, or press the B Button.
- To select an option, press the Start Button.
- To enter the Stats or Option Menu, press the B Button.

Play Mode

The different play modes available are:
PRACTICE ROUND, TOURNAMENT, SKINS CHALLENGE, MATCH PLAY, SHOOT-OUT, DRIVING RANGE, and PUTTING GREEN.

Course

The European courses available are: Valderrama, Wentworth, Forest of Arden, Crans-sur-Sierre and Le Golf National.

Pros

The Tournament Players are: Tony Johnstone, Costantino Rocca, Rodger Davis, J.M. Olazabal, Colin Montgomerie, Ronan Rafferty, Sandy Lyle, Ian Woosnam, Bernard Langer and Seve Ballesteros.

Number of Players

Select the number of players. ONE to FOUR players can make up your party. Some play modes require a certain number of players, so you can't change this number. See pages 18-21 for more information on player requirements for each mode.

Restore Game

Restore a previously saved game (only appears if a game has been saved).

NOTE: Battery backup will store only one game at a time.

Stats

Displays all the stats. See *Stats* on page 21 for a full description.

Instant Replay

Play the last shot over. (You know, that hole-in-one nobody believes you made.) This option appears only if a shot has been made. It appears in the Pause Menu (see *Pause Menu*, page 23).

NOTE: The Super NES automatically replays any spectacular shots you make.

Set Options

Change the game options: Auto Overhead, Auto Ball Lie, Auto Green Grid, and Use 2 Controllers. Toggle ON/OFF, or choose YES/NO. See next page for more information on this option.

Set Options

Use SET OPTIONS to activate/deactivate certain options. Before you begin a game, you can turn ON/OFF some of the Automatic Views, and select how many controllers you want to use. During a game, you still have access to this menu from the Pause menu (see *Pause Menu* on page 23).

To use the Set Options screen:

1. From the Game Set Up screen or the Pause Menu, select SET OPTIONS and press the B Button. The Set Options screen appears.
2. Press the Control Pad Up/Down to highlight an option.
3. Press the Control Pad Left/Right or press the B Button to toggle an option ON/OFF, or between YES/NO.
4. Press A to confirm your choices and exit the Set Options screen.

Auto Overhead

This view appears before your shot every time the ball is more than 100 yards from the hole. It is best used in measuring long shots, particularly when there are hazards or trees involved.

- To bring up the Overhead view when you're on the course, press START and choose the View option.
- To exit this view and return to the course, press the B Button.

When in the Overhead view screen, you can move the cursor with the Control Pad to measure the distance between the ball and any spot on the course.

NOTE: When you reposition the cursor on the Overhead view, the change does not affect your aim on the course.

Auto Ball Lie

The Ball Lie Window appears before your shot, whenever the ball lies between the tee and the green. See *The Ball Lie Window* on page 13.

Auto Green Grid

The Green Grid appears before you putt, whenever the ball is on the green or within approximately 30 yards of the hole. See *Putting* on page 17.

Using Two Controllers

If there are more than one of you playing and you each want to use your own controller, you need to set up the system for two controllers. One to four people can play PGA EUROPEAN TOUR at a time.

NOTE: Player 1, using Controller 1, makes the selections at the Game Setup screen.

When using two controllers with four people, Player #1 and Player #3 use Controller 1, while Player #2 and Player #4 use Controller 2.

Playing a Practice Round

Before you enter a Tournament, you might want to try a practice round. The practice round play mode offers flexibility of play without the money pressure. Also, the steps you follow for selecting players, clubs, etc., remain the same for the other play modes: once you learn them here, you're set.

To Play a Practice Round:

1. Select a Practice Round (default).
2. Press the Control Pad Left/Right to highlight desired number of players.
3. Press the START Button to Start New Game.

The Player Setup Screen

Select a player type for each Player. Press the Control Pad Up/Down to select either a human player or the Super NES. The human player is the default. Press the B Button to confirm. The Player Setup screen appears. Before hitting the links, you need to choose your players, your clubs, and, when playing a Practice Round, your tee. The Player Setup screen makes this an easy task.

- To exit the Player Setup screen and return to the Game Setup screen, press the A Button.

Selecting Players

When you enter the Player Setup screen, the cursor automatically falls on the Players Card – it's here you select players. In a Practice Round, you can play as a generic player (e.g. Player #1), in which case no stats are kept. You can also enter a name on the Players Card, select a Super NES pro, or existing player.

Note: When you select a Super NES pro, the Super NES controls the Player.

- To cycle through the different player selections, press the Control Pad Up/Down.
- To enter a name, select <NEW PLAYER>, and press START. Use the Control Pad to enter your name. Press START when you're finished.

When you've made your player selection, press the X Button to change your clubs or tees. The Cursor moves the Club Selection portion of the screen.

Selecting Clubs and Tees

You're allowed 14 clubs in your bag including the putter, which you always carry. The Super NES gives you a default selection of clubs, but you can change this to suit your needs. You also have the choice between Amateur or Pro tees. Amateur tees are closer to the green and are only available during a Practice Round.

To Select Clubs and the Tee:

- Press the Control Pad Up/Down to toggle between Professional and Amateur tees. When you've made your decision, press the X Button.

Selecting Clubs

1. Press the Control Pad Up/Down to view all available clubs. The cursor moves accordingly to highlight each club.

2. Press the Control Pad Left/Right to remove a club from your bag. (Before you can add a club, you must remove one.)

3. Move the cursor to the club you want, and press the Control Pad Left/Right to add the club to your bag.

Once you've made your selections you're ready to play some golf.

- To exit the Player Setup screen, press START; an overhead of the entire course appears.
- To exit overhead, press START. The weather report and course statistics appear. Press START again to go to the first hole.

New Hole

In a Practice Round you have the option to play any hole you want.

1. Press START. The game pauses and the Pause Menu appears (see *Pause Menu* on page 23).
2. Press the Control Pad Up/Down to NEW HOLE and press the B Button. Press the Control Pad Left/Right to cycle through different holes.
3. Press B Button to go to the new hole you selected.

Taking a Mulligan

When you're new to a course, having the option to take a Mulligan can be a real boon.

To take a Mulligan

1. Press START. The game pauses and the Pause Menu appears (see *Pause Menu* on page 23).

2. Press the Control Pad Up/Down to TAKE A MULLIGAN, and press the B Button. The program takes you back to your previous lie.

Hitting the Ball

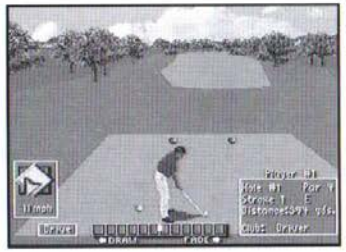
The Ball Lie Window

The Ball Lie Window shows you what kind of terrain the ball is resting on. Ball Lie is important when selecting your shot, so it is here that you make that determination. If Auto Ball Lie is ON, this window appears automatically before every shot whenever the ball lies between the tee and the green. If Auto Ball Lie is OFF, you can still access this view.

(See *Set Options* on page 8 for more information on autoviews.)

- To display The Ball Lie Window, press the B Button.
- To change shot types, press START and choose SHOT from the Pause Menu. The shot types available are Normal, Punch, Chip, and Fringe (for putting from the fringe). Press the B Button when you're finished.

Draw/Fade Meter



You might want to hook or slice the ball intentionally to avoid a hazard. The best way to control a hook or slice is to set The Draw/Fade Meter before you swing. Press and Hold the X Button to display the Draw/Fade Meter.

- To adjust The Draw/Fade Meter press the Control Pad Left/Right. The more you increase the draw, the more the ball hooks to the left; the more you increase the fade, the more it slices to the right.

Stroke Meter

The Stroke Meter determines the strength of your shot. The Accuracy Point is the spot on the Stroke Meter that determines the direction of your shot.

An important skill to develop is stopping your swing exactly on the Accuracy Point; if you do, your shot goes straight. If you miss the Accuracy Point to the right, the ball slices right. If you miss the point to the left, the ball hooks left. The greater your distance from the accuracy point, the greater the degree of the hook or slice.

1. Press the A Button to start your backswing.
2. Press the A Button again to stop your backswing and begin your swing.
3. Press the A Button a third time to hit the ball (at the accuracy point).

Changing Clubs and Distance Potential

The program automatically selects a club for every situation, but you don't have to use it. Many factors, including wind and ball lie, can influence your club choice.

- To change clubs, press the Control Pad Up/Down.

The name of the selected club appears at the bottom of the information box along the bottom of the screen.

Each club has different characteristics, one being its maximum distance potential. When we talk about distance potential, we're referring to total, not aerial, distance. These potentials assume a perfect lie, no wind, and a flat spot for the ball to land so it can bounce and roll.

Overswing

The area to the left of the 100% mark on the Stroke Meter is the "overswing" area. If you venture into the overswing area, you can increase your potential power and hit the ball farther than the maximum distance potential listed on the Stroke Meter.

TIP: Be careful if you choose to go into this area; if you fail to hit the accuracy point, the results can be costly. All hooks and slices are magnified in direct proportion to the degree of power you have chosen. Overswing, by definition, eliminates reliability.

Gauging the Wind

The rotating arrow at the bottom left of the screen indicates the wind speed and direction. Watch out for occasional gusts and pay attention to the weather report given before each round.

TIP: The short irons impart a greater arc to the shot than do woods and long irons. Consequently, the higher the arc of the shot, the more the wind will influence the flight of the ball.

Calculating Your Shot

There's more to hitting the ball than simply aiming the cross hair and swinging the club. You should take into consideration the wind, the ball lie, your follow-up shot, and the potential hazards on the course itself. Let's say your driver's distance is 270 yards. If you stop your backswing when the Stroke Meter reaches 50%, your shot's calculated distance will be 135 yards, but this can be affected by the above factors. Experience and practice are your most reliable guides on the course.

Aiming Your Shot

The aiming cross hair (flashing in the middle of the screen when you're about to hit) indicates the direction the ball will travel if you hit square and there is no cross-wind.

- To adjust the aiming cross hair, press the Control Pad Left/Right.

Putting

The Stroke Meter on the green works just like anywhere else.

- To putt, press the A Button three times.
  The distance potential of your putter can be changed in increments of 5 feet over a range of 5 to 120 feet.
- To change the distance potential, press the Control Pad Up/Down.

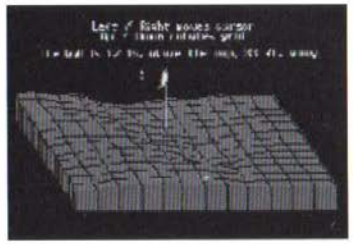
Grid View

When you're out playing a round and you're on the green or within approximately 30 yards of the cup, you can access the Green Grid. If Auto Green Grid is on, this occurs automatically. (see *Set Options*, page 8.)

- To view the Grid, press the B Button.

The contour grid showing the topography of the putting surface appears. A message above the grid reports how far the ball is above or below the pin, and the exact distance to the cup. To get a better view of how the topography affects the roll of the ball, rotate the grid.

- To rotate the grid Left/Right, press the Control Pad Up/Down.
- You can fine tune your aim by adjusting the aiming cursor from the contour grid.
- To move the cursor Left/Right, press the Control Pad Left/Right.
- To return to the green, press START. Notice that the aiming cursor on the green reflects any changes you made on the grid.



The Secret of Putting

Reading the breaks of a green can be tricky and requires practice. There are no fixed rules for determining just how much you should compensate with the aiming cross hair for a break, but below are a few reliable guidelines.

- The breaks in the green influence the ball more as the ball slows down. It's more important to compensate for the breaks around the cup than for those directly in front of the ball.
- When compensating for a drastic break, keep in mind that the ball must travel farther to the cup and plan your distance accordingly.
- Particularly on short putts, it's generally a good idea to hit the ball too hard rather than too soft; don't try to cozy your short putts. On the other hand, if you're "lipping" a lot of your putts, try hitting the ball a little softer.

Tournament Mode

Now that you've mastered the basics and perfected your skills, it's time to put it all together and play a tournament. A tournament comprises four full rounds (72 holes) on the same course. Sixty professional golfers, plus one to four players in your party, compete for thousands of dollars. You must use professional tees, and mulligans are not allowed.

How to Play

Select TOURNAMENT from the Game Setup screen (see *Game Setup* screen on page 6).

After making your selections from the Player Setup screen (see *Player Setup* screen on page 10) an overhead of the course appears, followed by a course introduction. Here you learn about the upcoming tournament and the prize money. You also receive the current weather report.

- To scroll through the introductory text, press the Control Pad Up/Down.
- The Leader Board appears. This shows the current standings for all tournament participants. Following each ranking is the player's name, score, and the hole being played.
- To exit any screen, press START.

Making the Cut

Generally, if you shoot par or better you will make the cut. At the end of the first round, the top players, plus all those players tied for the lowest qualifying score, move on to the second round.

At the end of the second round, the top players, plus all those players tied for the lowest qualifying score, move on and so on to the fourth and final round.

Skins Mode

Two to four players compete in a Skins Challenge for cash. The game is played over the course of 18 holes, with each hole assigned a monetary value. The value of the holes increase as you play.

In order to win cash, you must win the skin for that specific hole. To win a skin, you must win a hole outright by making a lower score on that hole than each of the other competitors. If two players tie for the lowest score on a given hole, the skin for that hole carries over to the next hole.

Theoretically, all 18 skins could ride on the 18th hole. If no one wins the 18th hole, the players replay the 18th hole until someone wins the remaining skin(s).

Since the total score for the round has no bearing on who wins, when one of the players clinches a skin on a given hole, the other players simply pick up their balls and head to the next hole.

Match Play Mode

One or two players compete against each other or against a Super NES pro in three rounds of Match Play.

A complete game consists of three rounds with four groups of two playing consecutively. Each round is a single-elimination contest and the competition is fierce. As in Skins, you try to win each hole, but there are variations. Instead of each hole being worth money, it is played for the sake of the score alone. If you tie or 'halve' a hole, the score remains the same.

At the end of the round, whoever has won the most holes, wins the round and proceeds to the next. A round continues only so long as there is uncertainty over the outcome.

If two players end a round tied, they return to the 1st hole for a sudden death play-off. The winner of that play-off continues on to the next round. The final winner takes all of the money (there are no earnings for second or third place), so the pressure can be intense by the last round.

Shoot-Out Mode

In Shoot-Out play, four players line up to play three holes of golf. At each hole, the player with the highest score is eliminated. The players who score the lowest on each hole continue to the final hole where only two players are left to compete for the final prize. Money is awarded for first and second place.

After you select a course, the program randomly selects a starting hole. You play the next three holes in sequence.

If two or more players tie, a one-shot tie breaker is played. The referee places the ball randomly in a position close to the green. The shot can be a chip or a putt, and each tying player takes the same shot. The player farthest from the hole is eliminated. After each of these tie breaker sessions, a Summary Box appears displaying the distance of each player's ball (in inches) from the cup. If players are still tied, then a second tie-breaker is played, and so on.

Driving Range & Putting Green

Designed for one player only, the Driving Range and Putting Green are great for practice and polish.

While at the Driving Range, change clubs and shot types: try out your irons as well as woods. Practice with the Draw/Fade meter.

- To change clubs, press the Control Pad Up/Down.

When selecting Putting Green as your Play mode, you can choose any hole on any course to play. Get a real feel for the green before you enter a Tournament.

- To go to a new hole, select NEW HOLE from the Pause menu (see New Hole on page 12 for complete instructions).

Stats

Golf lovers love stats, so we've packed PGA EUROPEAN TOUR with plenty. You can view statistics from the Game Setup screen, or from the Pause menu.

To View Stats:

1. Select STATS from the Game Setup screen or the Pause menu. Press the A Button. The Stats menu appears.
2. Press the Control Pad Up/Down to highlight an option. Press the B Button to select an option. The corresponding stat screen appears.
   - To exit the Stats menu, or any one of the Stats screens, press the B Button.

Players Stats Screen

Players: This screen contains all the stats compiled for saved players. Stats are updated each time you play, and you can reset them from this screen. For human players, the stats return to zero, while the pros return to their programmed base starts.

- To view the different players, press the Control Pad Left/Right.
- To view all the stats available for a player, press the Control Pad Up/Down.
- To reset a player's stats, press START. A window appears asking you to confirm your choice: press the B Button to reset, or press START to cancel the command and return to the Players Stats screen.

Tournament: Tournament stats begin with a list of Leading Money Winners, and continue with a list of Leading Scorers. The screens page automatically.

Delete Player: This is not a stats screen, but instead it's where you delete a saved player. When you select this option, a window opens up with a list of all saved human players. (If you access this option from the Pause menu, only those players not currently playing appear.)

- To delete a player, press the Control Pad Up/Down to select the player, then press START. You are asked to confirm your choice by pressing the B Button, or to cancel your command by pressing START again.
- To reset all the pros stats, press START. A window appears asking you to confirm your choice. Press the B Button to reset, or press START to cancel the command and exit the screen.

Pause Menu

During any play mode, pressing START pauses the game. It also displays the Pause menu. Here you have access to a variety of course views, stats, and game play modifications.

- To select an option, press the Control Pad Up/Down. To choose an option, press the B Button.
- To exit an option and return to the Pause Menu, press the A Button.
- To exit the Pause Menu and return to the course, press START.

Return to Game: Return to your game.

Instant Replay: You can replay any shot you like, even those made by the pros.

- To view the last shot you made, press the Control Pad Up/Down to highlight INSTANT REPLAY and press the B Button.

Course Info: Return to the introductory screen to check out the weather report and view the course statistics (Par, Average Score, Toughest Hole, etc.).

Pick Up Ball: Pick up your ball and take an automatic score of 12.

Save Game: Save current game. Press the B Button to save the game and overwrite any previously saved games: press START to cancel the command.

Restore Game: Return to the saved game.

New Game: Exit current game and return to the Game Setup screen. When this option is selected, you are prompted to press START again to exit the current game.

Scorecard: Check out the score. Please note that the scorecard appears automatically between holes.

Leaderboard: View the Leaderboard. Again, please note that the Leaderboard appears automatically between holes.

Stats: Access Stats. See *Stats* on page 21.

Set Options: Change your options. See *Set Options* on page 8.

Hole Overhead: Get an overview of the entire hole. See *Set Options*, page 8.

Green Grid: View the contour putting grid. Only appears when you are on or near the green. See *Set Options*, page 8.

Notes

For the coolest tips on the hottest games, call the Black Pearl/Malibu Games Hint Line!

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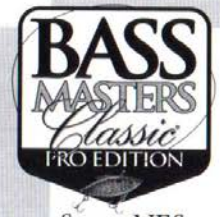
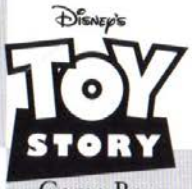


Super NES

Super NES

Super NES

Game Boy



Game Boy

Game Boy

Game Boy

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Warranty

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To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the BLACK PEARL SOFTWARE Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Standard Time, Monday through Friday.
3. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   BLACK PEARL SOFTWARE Consumer Service Department,
   5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY: If the PAK develops a problem after the 90 day warranty period, you may contact the BLACK PEARL SOFTWARE Consumer Service Department at the phone number noted. If the BLACK PEARL SOFTWARE service technician is unable to solve the problem by phone, he/she may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK. Send the defective PAK, along with $10.00 freight prepaid to BLACK PEARL SOFTWARE. BLACK PEARL SOFTWARE will, at its option subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BLACK PEARL SOFTWARE BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH Of ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Black Pearl Software, c/o T•HQ, Inc., 5016 N. Parkway Calabasas, Suite 100 Calabasas, CA 91302, (818) 591-1310